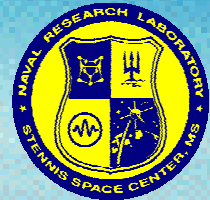


# COGNITIVE ISSUES RELATED TO MOVING-MAP DISPLAYS IN MILITARY AIRCRAFT



**Maura C. Lohrenz**

*Joint University Program in Air  
Transportation Systems, Ohio University  
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# OUTLINE

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- **Introduction**
- **Approach**
  - *Pilot interviews*
  - *Process model*
  - *Sample moving-map displays*
  - *Planned experimental design*
- **Summary**

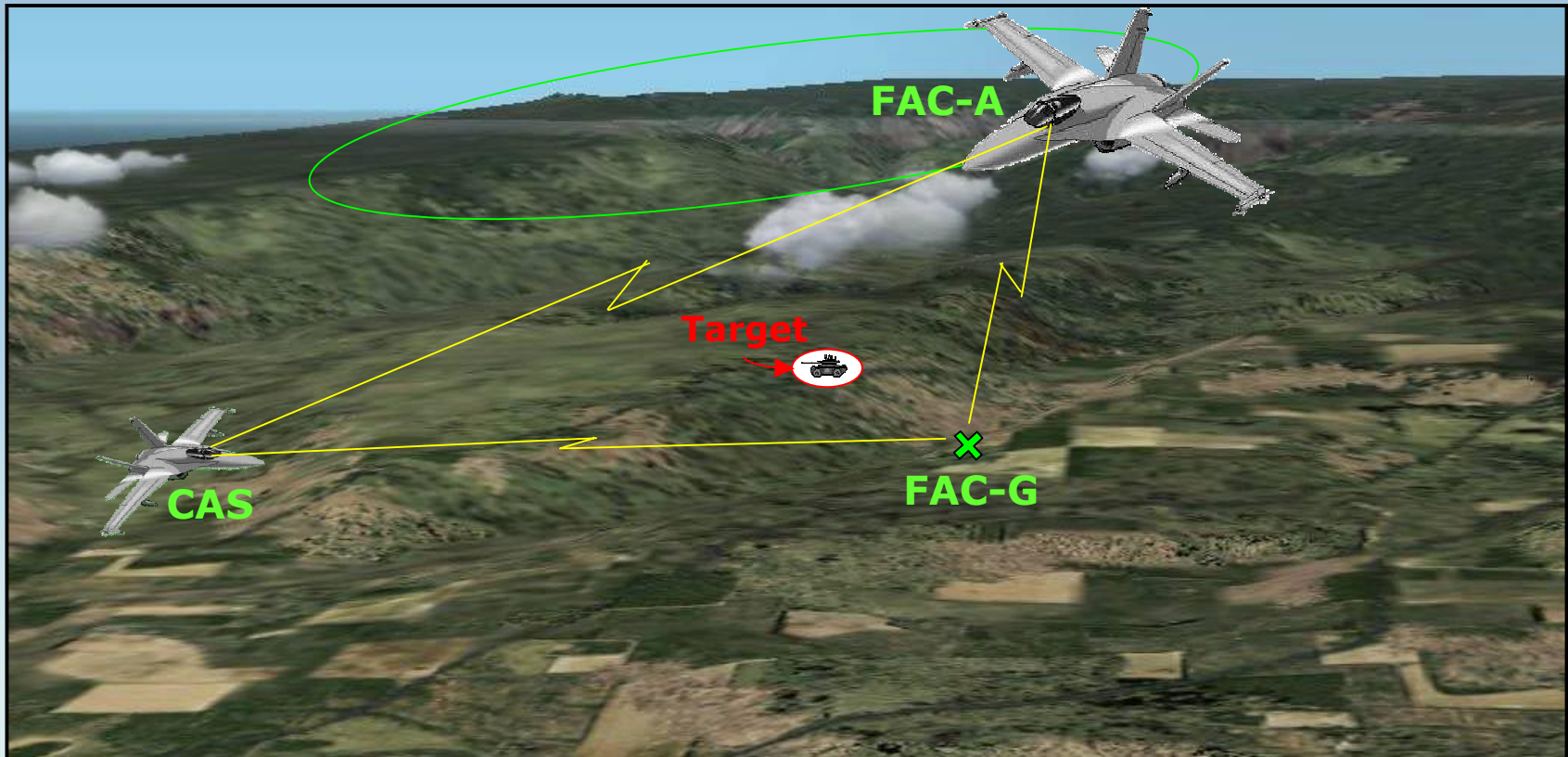
# INTRODUCTION

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- **Background:** at Naval Research Lab, improving cockpit moving-map displays for Navy pilots.
- **Critical issue** in naval air missions: transition from primarily internal (head-down) to external (head-up) guidance, based on preliminary human factors analysis.
- **Goal:** how to improve this transition with better moving-map display.
- **Parallel to civil aviation:** IFR approach (transition from head-down in clouds to head-up below ceiling). Most critical during circling approach.

# MISSION

**Mission being considered for evaluation:  
Forward Air Control (FAC) / Close Air Support (CAS)**



# PILOT INTERVIEWS

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- **Purpose:**
  - *Informal task analysis*
  - *Gain insights into mission goals, information requirements, current problems, potential solutions, etc.*
- **Interviewed 3 F/A-18 pilots at Naval Air Warfare Center (NAWC), Pax River, MD:**
  - *1 project officer for new cockpit moving-map display system (Pilot in command: 1200 F/A-18 hrs, 1700 total flight hrs)*
  - *1 experienced combat pilot: 24 missions over Iraq (PIC: 800 F/A-18, 1400 total flight hrs)*
  - *1 medical doctor / pilot (PIC: 700 F/A-18, 4500 total flight hrs)*
- **Initial interviews in person (~1 hour each)**
- **Follow-up telephone interviews (continuing)**
- **May add more pilots (different insights, ideas)**

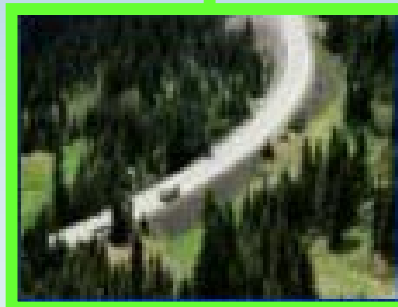
# PRIMARY CHANNELS OF INFORMATION



Internal (head down)  
view: cockpit  
instruments,  
moving-map display



Audio: radio  
communication  
(FAC-G, FAC-A)

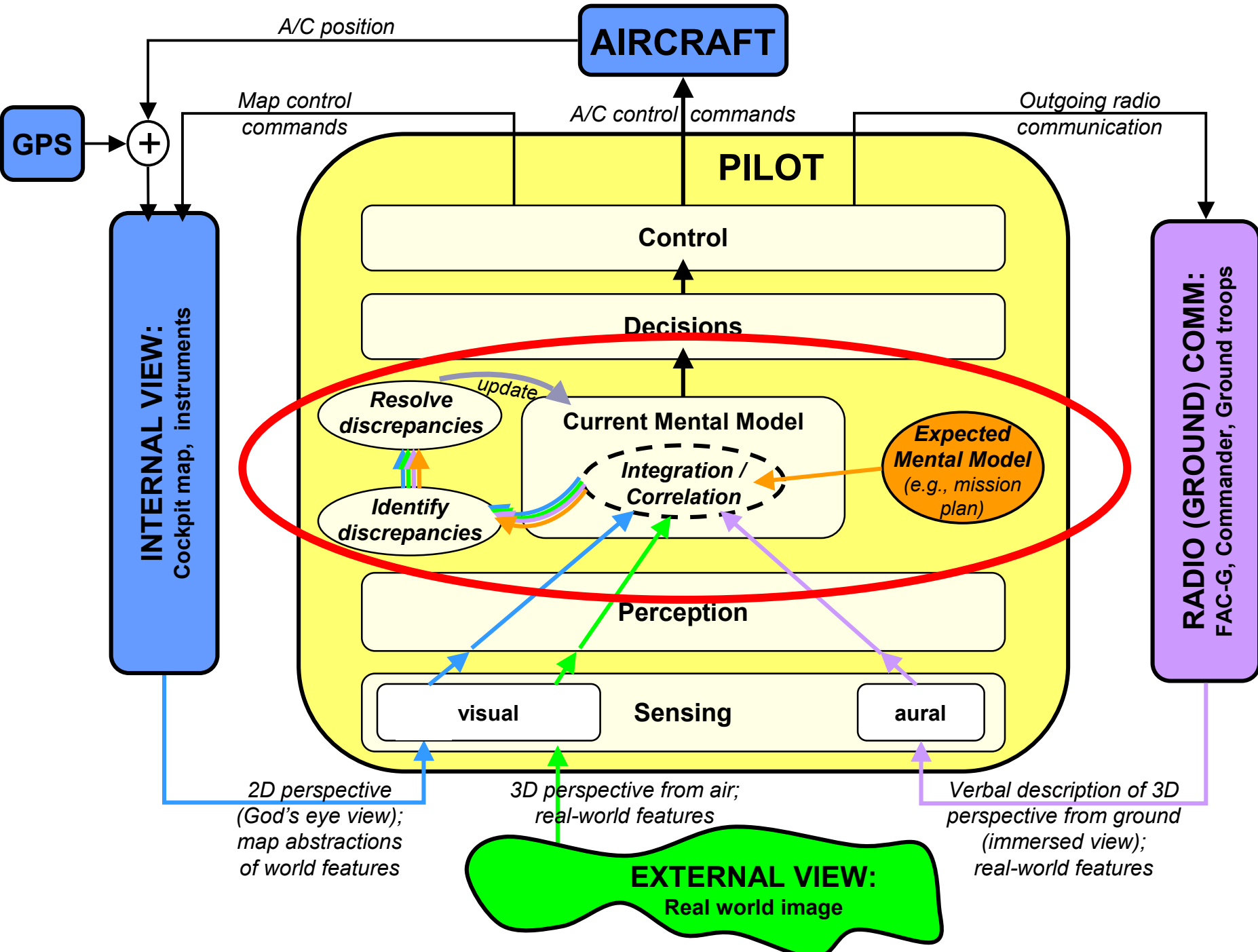


External (heads up)  
view:  
“real world” environment

# PROCESS MODEL

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**The following model is preliminary  
(still in development) ...**





# SAMPLE INFORMATION FROM EACH CHANNEL



INTERNAL VIEW



EXTERNAL VIEW



RADIO COMM

## \* Terrain features:

c = contour lines

fc = filled contours

s = shaded relief

? = not always reliable

## \* Airports:

r = runways shown

p = simple point

## Examples of each channel

| Examples of each channel                                   |         |                         |                          | Geographic Features: |       |       |            |       |           |        |            |               |               | Mission Overlays: |     |      |              |        |                |         |           |            |                 |         |
|--|---------|-------------------------|--------------------------|----------------------|-------|-------|------------|-------|-----------|--------|------------|---------------|---------------|-------------------|-----|------|--------------|--------|----------------|---------|-----------|------------|-----------------|---------|
|  |         |                         |                          | Areas                |       |       |            | Lines |           |        |            | Points / Text |               | Threat rings      | HAT | CLOS | No-fly zones | Routes | Own-ship pos'n | Targets | Waypoints |            |                 |         |
| Source   | Sensory | View                    | Feature Representation   | Terrain*             | Urban | Farms | Vegetation | Roads | Railroads | Rivers | Coastlines | Airports*     | Airport names |                   |     |      |              |        |                |         |           | City names | High elevations | NAVAIDS |
| 2-D Maps<br>JOG-A (1:250k)<br>TPC (1:500k)<br>JNC (1:2M)   | Visual  | "God's Eye View"        | Abstractions             | fc                   | x     |       | x          | x     | x         | x      | x          | r             | x             | x                 | x   | x    | x            | x      | x              | x       | x         | x          | x               | x       |
|  |         |                         |                          | c                    | x     |       | x          | x     | x         | x      | x          | r             | x             | x                 | x   | x    | x            | x      | x              | x       | x         | x          | x               | x       |
|  |         |                         |                          | s                    | x     |       |            |       |           |        | x          | x             | p             |                   | x   | x    | x            |        | x              | x       | x         | x          | x               | x       |
| 2-D Images<br>Satellite imagery<br>Reconn. Photo<br>ATFLIR | Visual  | "God's Eye View"        | Photo-like reproductions | ?                    | x     | x     | x          | x     | x         | x      | x          | r             |               |                   |     |      |              | x      | x              | x       | x         | x          | x               | x       |
|  |         |                         |                          | ?                    | x     | x     | x          | x     | x         | x      | x          | r             |               |                   |     |      |              |        |                |         |           |            | x               | x       |
|  |         |                         |                          | ?                    | x     | x     | x          | x     | x         | x      | x          | r             |               |                   |     |      |              |        |                |         |           |            |                 |         |
| 3-D Perspective  | Visual  | Pilot's view from air*  | Real world               | ?                    | x     | x     | x          | x     | x         | x      | x          | r             |               |                   | ?   |      |              |        |                |         |           |            |                 |         |
| 3-D Ground   | Aural   | FAC-G view from ground* | Real world               | x                    | x     | x     | x          | x     | x         | x      | x          | p             | ?             | ?                 | ?   |      |              |        |                |         |           | x          | x               |         |





# SAMPLE IMAGE DISPLAYS

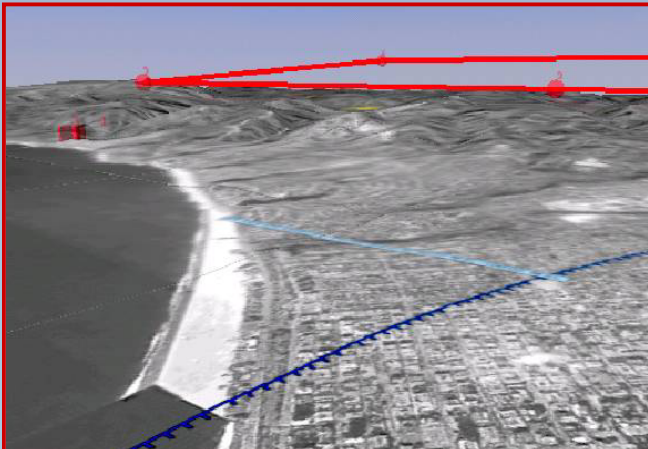
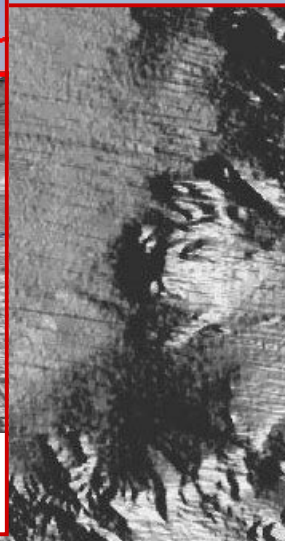


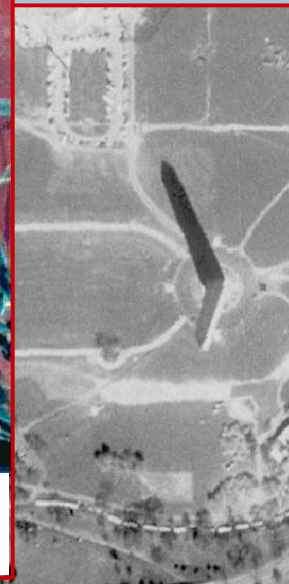
Image overlaid on DTED  
with route planning symbols



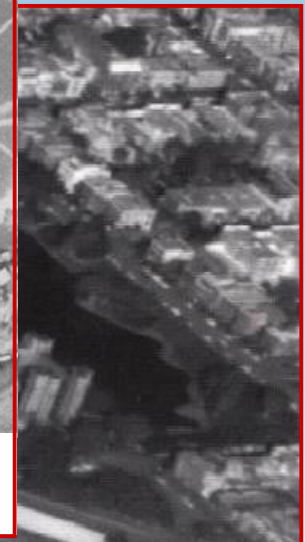
Digital Terrain Elevation  
Data (DTED) w/ sun-angle



Commercial IR imagery  
(1 m / pixel)



Commercial black/white  
imagery (1 m / pixel)

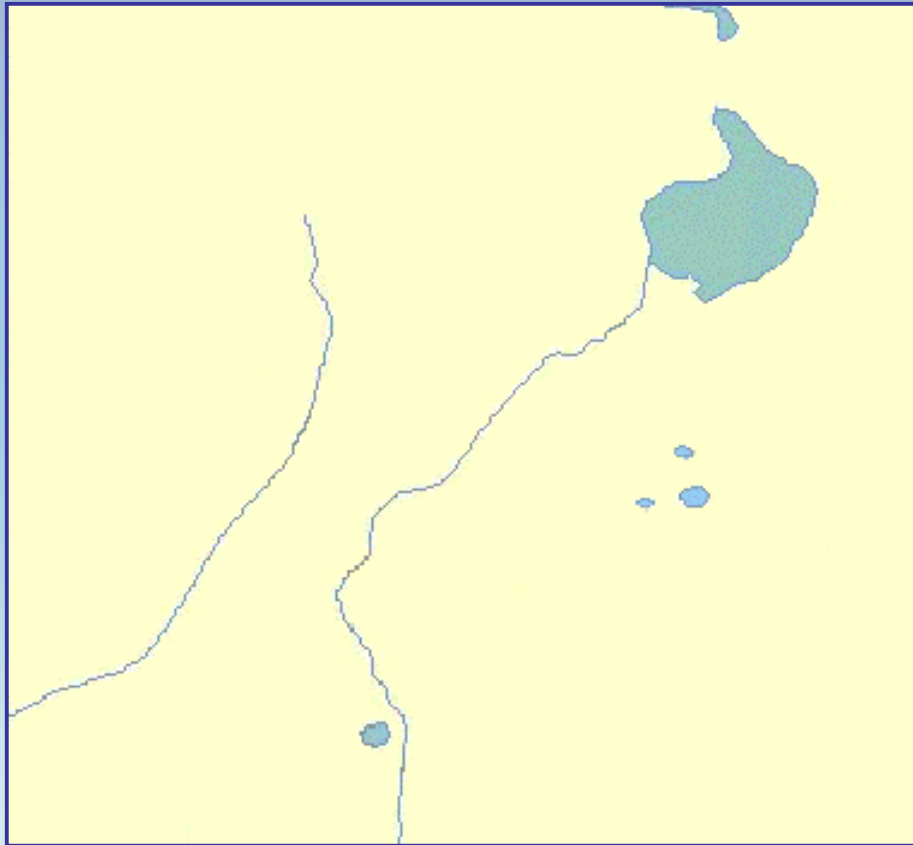


ATFLIR

**Imagery from  
commercial and  
government (NIMA) sources**

# SAMPLE VECTOR MAP

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- Information analysis indicates a need to remove extraneous information (“declutter”) during different mission phases (e.g., target acquisition).
- Need to identify most important features to support transition between internal / external guidance.

**Vector Smart Map (V-MAP) from NIMA**

# ISSUES TO INVESTIGATE

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- Which map features best support the transition between internal / external guidance phases?
- Mental rotation / transformation:  
Can the orientation (e.g., track-up vs. ingress-up) of visual information (e.g., map, reconnaissance photos) impact transition?
- How does scene bias / expectation bias affect the transition process?

# EXPERIMENTS BEING CONSIDERED

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- **Set up mock FAC / CAS scenarios:**
  - *MS Flight Sim (for external environment, internal cockpit)*
  - *NPFPS (for both mission planning and in-flight moving-map)*
  - *Participants (pilots) to act as CAS*
  - *Possibly play prerecorded pseudo-FAC commands (ATC-like)*
- **Experiment 1: identify map features that support transition**
  - *Provide pilots with maps at varying levels of detail*
  - *Test ability to make transition: speed and accuracy of target acquisition*
- **Experiment 2: study impact of mental transformations on transition**
  - *Provide pilots with reconnaissance photograph of target area at various orientations (e.g., from ground vs. from air; ingress-up vs. other view)*
  - *Test performance (as in test 1) at different levels of visibility (i.e., clear vs. cloudy conditions)*
- **Experiment 3: study effect of scene / expectation bias on transition**
  - *Provide pilots with information about target area during mission planning*
  - *Test performance when information is current and accurate vs. out-of-date or otherwise inaccurate*

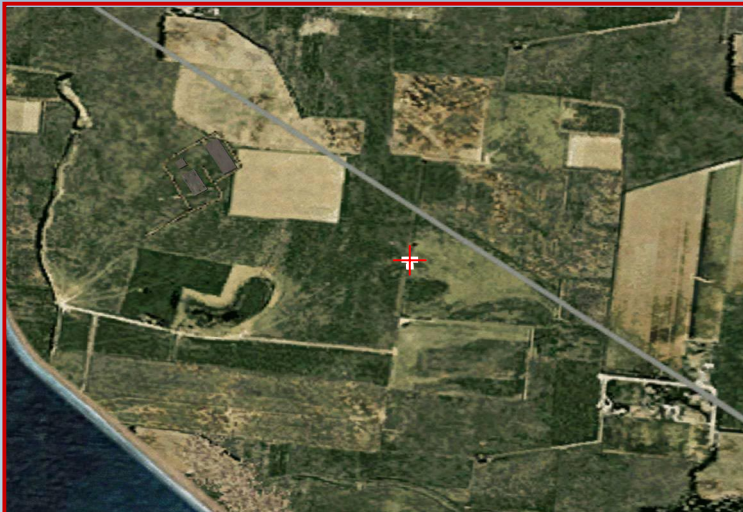
# PROPOSED SETUP



- **MS Flight Simulator 2002** with WideviewW extension simultaneously running on 2-3 networked PCs showing high-resolution outside scene (forward view, possibly left and right) and flight instrument panel.
- **Navy Portable Flight Planning System (NPFPS)** on 4<sup>th</sup> PC receives “real-time” GPS latitude / longitude coordinates from MS Flight Sim to drive moving-map display. Also provides preflight route planning functions. NPFPS currently used by F/A-18 pilots in Joint Mission Planning System.



# SAMPLE VIEWS



MS Flight Sim "Virtual Cockpit"  
top view



MS Flight Sim "Virtual Cockpit"  
forward view

**Simulated real-world views from  
cockpit (MS Flight Simulator 2002)**



# SUMMARY

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- Navy pilots experience difficulties during transition between internal  $\leftrightarrow$  external guidance phases of target acquisition missions.
- Parallels exist between military target acquisition and civilian IFR runway acquisition.
- Preliminary hypothesis for thesis: tools to “synch” internal and external information paths will support communication / coordination among mission participants, improving transition phase and increasing potential for mission success.
- Designing experiments to test hypothesis this summer. Tools under investigation will utilize moving-map and head-up displays.